

GAME BOY ADVANCE

AGB-BG3E-USA

DRAGON BALL Z

BUU'S FURY™



INSTRUCTION BOOKLET

ATARI

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO[®] HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

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Rev-D (L)

EVERYONE



Cartoon Violence

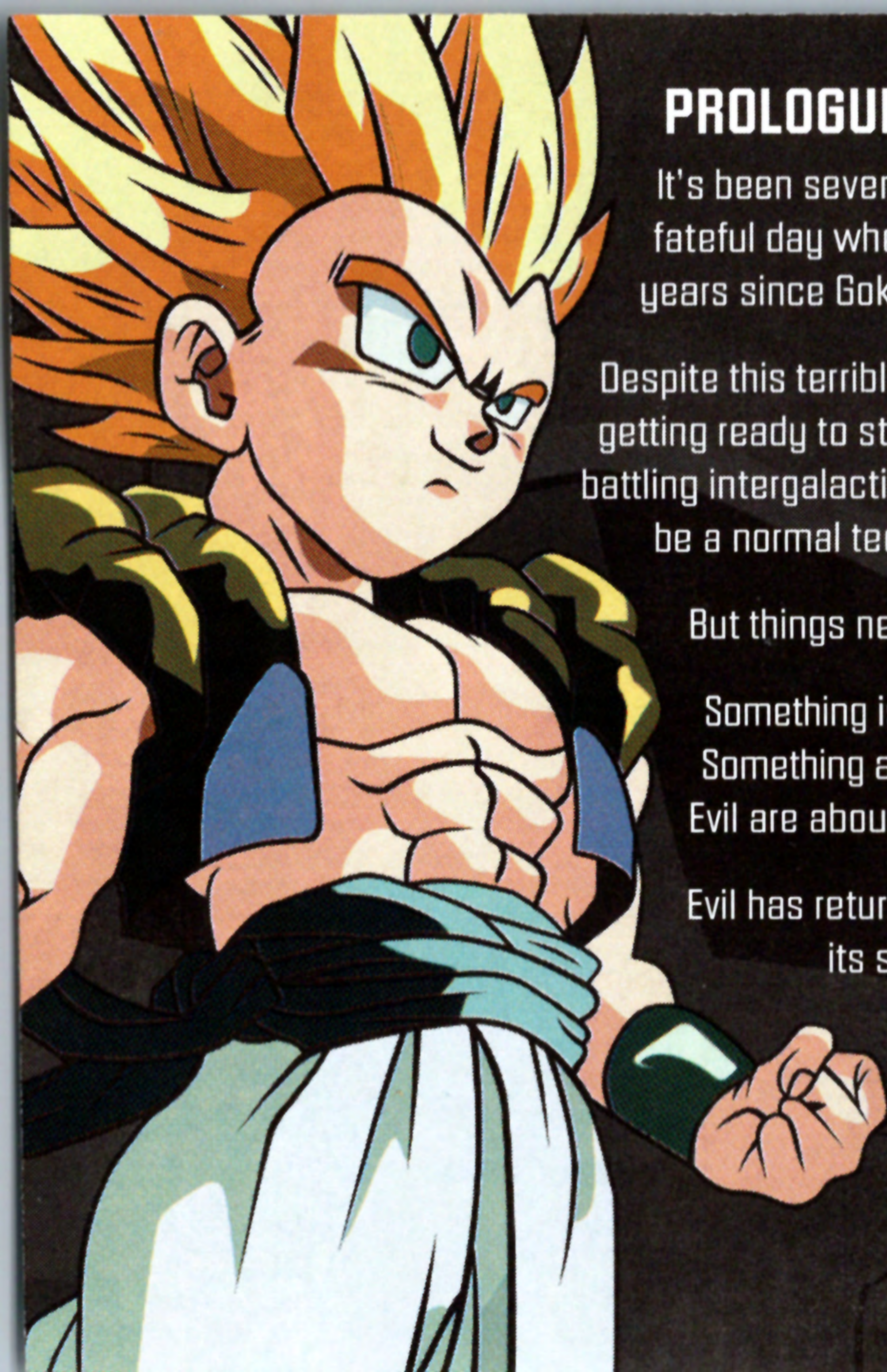
ESRB CONTENT RATING www.esrb.org

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PROLOGUE

It's been seven years since the Cell™ Games ... Seven years since that fateful day when Gohan® defeated the evil villain Cell™ ... And seven years since Goku®, Gohan's® father, died.

Despite this terrible loss, the world has been at peace. Gohan® is now getting ready to start his first day of high school. Finally, instead of battling intergalactic tyrants and time-traveling androids, Gohan® can be a normal teenager.

But things never remain so simple...

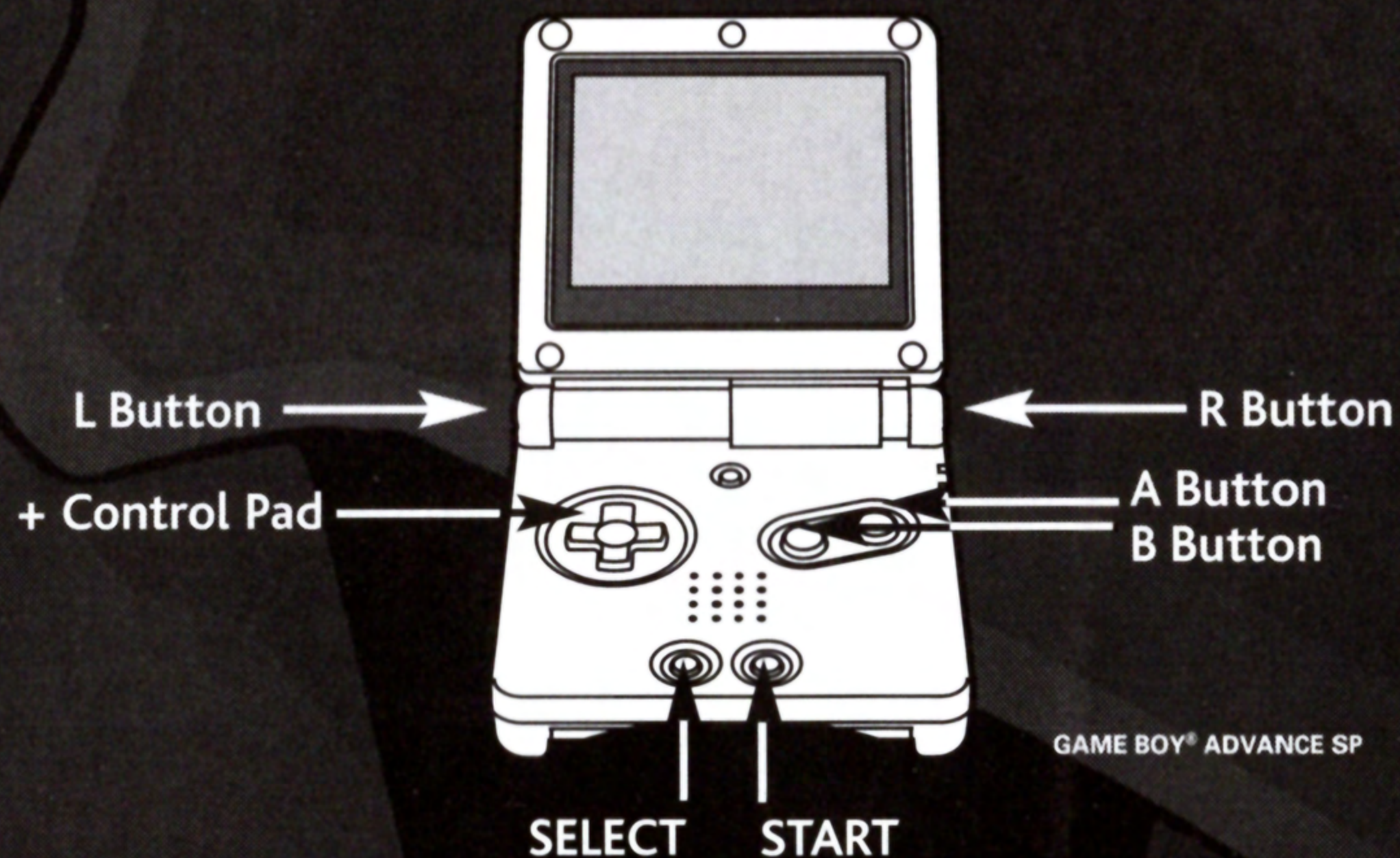
Something is buried beneath the Earth. Something evil...
Something ancient... A terror beyond imagination... And the forces of Evil are about to awaken it from its primeval imprisonment!

Evil has returned to Earth, but Good has a few new tricks up its sleeve! Save the world once again, using the powers of five Dragon Ball Z® Saiyan warriors: Gohan®, Goten®, Trunks®, Vegeta®, and Goku®!

GETTING STARTED

1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy Advance is ON.
2. Insert the *Dragon Ball Z®: Buu's Fury™* Game Pak into the slot on the Game Boy Advance. Press firmly to lock the Game Pak in place.
3. Switch the Game Boy Advance ON. The Start-up screen should appear. If the Start-up screen fails to appear, begin again at step 1.
4. Press **START** or the **A Button** to proceed to the Main Menu.
5. Use the + **Control Pad** to highlight either Start or Options and press **START** or the **A Button** to confirm that option. Select Start to begin a new game or continue a saved game (see Save/Character Change Circles on page 12). Select Options to adjust the sound and music volume controls, adjust the text speed, and view the credits (see Options on page 9).

GAME CONTROLS



MENU NAVIGATION

<i>CONTROL</i>	<i>ACTION</i>
+ Control Pad	Highlight menu selections
A Button	Confirm selection
B Button	Cancel selection
L Button or R Button	Cycle through pages of the menu
START	Return to the game

IN-GAME TEXT MODE CONTROLS

<i>CONTROL</i>	<i>ACTION</i>
A Button	Advance text — go to next dialog box
B Button	Skip dialog box
L Button or R Button	Change position of dialog box

GAME CONTROLS

<i>CONTROL</i>	<i>ACTION</i>
+ Control Pad	Walk
+ Control Pad (double tap)	Sprint
A Button	Melee Attack
B Button	Energy Attack
L Button	Cycle through Energy Attacks [when available]
R Button	Block
SELECT	Pause/Display Mini-Map [then press the L Button to display Scouter screen]
START	Pause/Display Status screen

Sleep Mode

If you wish to save battery life, but do not want to completely shut off your game, select Sleep Mode from the in-game Options menu to turn off the Game Boy Advance screen. To return from Sleep Mode, press the **L Button**, the **R Button** and **SELECT** simultaneously.

SAVING AND LOADING

You can save up to three games on your *Dragon Ball Z®: Buu's Fury™* Game Pak. Start a new game by selecting Start from the Main Menu and then selecting one of the three New Game slots.

To save your progress, you must find a Save Circle in the game and press the **A Button**.

To load a game, select Start from the Main Menu and then select the game that you wish to load. **Note:** If the current game has multiple characters unlocked, you can choose a character. However, not all characters are available at all times. If an unlocked character is grey and facing backward, he is currently not able to be chosen.

Deleting a Saved Game

To delete a saved game, use the + **Control Pad** to highlight the game you wish to delete at the Select Game screen. Press the **L Button** or the **R Button** to change the Select Game screen to the Delete Game screen. Press the **A Button** to delete the game, or press the **B Button** to cancel.

OPTIONS

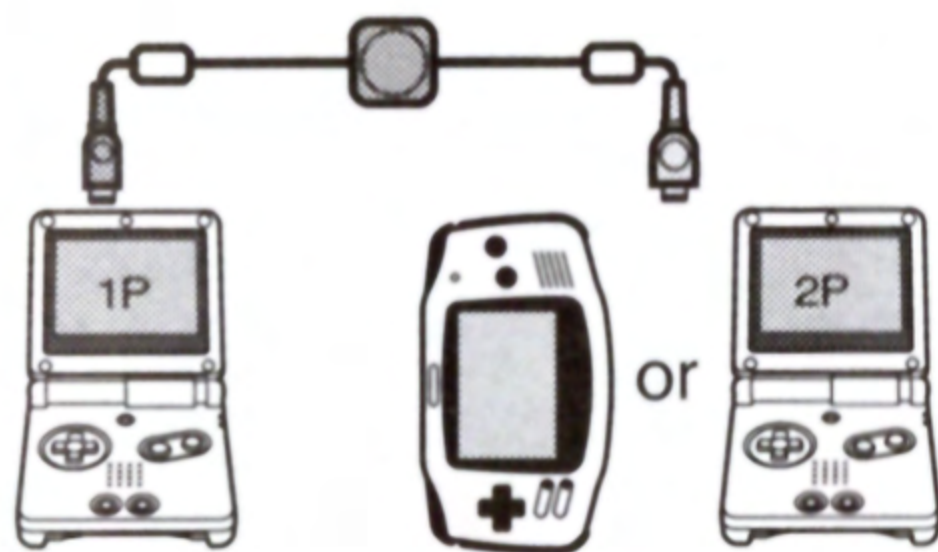
The Options menu has three slider bars for adjusting the sound effects volume, music volume and text speed. Highlight an option by pressing the + **Control Pad** ▲ or ▼, and adjust the option by pressing the + **Control Pad** ◀ or ▶.

Select Credits to view the game's credits.

PLAY MODES

Single Player

Single Player mode is the standard action role-playing game mode.



2-Player Game

Multiplayer

For 2-Player games, link two Game Boy® Advance systems (each with a *Dragon Ball Z®: Buu's Fury* Game Pak) via a Game Boy® Advance Game Link® cable.



The game has two multiplayer modes:

The Trading Post

Trade items with your friends! Although you are not required to trade anything, you can trade whatever you want here, such as Zenie (money) or equipment. **Note:** You cannot trade certain important quest-based items. Select items from a list using the + **Control Pad** ▲ or ▼. Press the **A Button** to select as many items as you want. When both players are ready, press the **R Button** to see both offers. If both players accept the selections (by pressing the **A Button**), the trade is made.

The Dojo

Fight against your friends in an arena! The Dojo has two modes:

Balanced — Choose from a wide array of standard characters with balanced attributes. This mode is fairer for both players. Also, you can unlock many more characters to fight against your friends. New Dojo characters are unlocked and are available after they are played (and even some Bosses, after they are defeated) for the first time in the game.

In-Game — Fight using the characters from a saved game. In this mode, one player can have a much more powerful character, depending on how long he or she has been playing the game.

GAME SCREEN

The main game screen has a status bar in the upper left corner. The status bar shows your character's Health Points (red), Energy Points (green), and Experience Points (blue) needed to reach the next level. The yellow triangle is the Super Saiyan timer, which indicates whether the character can transform into a Super Saiyan. The timer must be full before the Super Saiyan technique becomes available. When you use your Super Saiyan technique, a glowing yellow bar envelops the green Experience Gauge.



Your character earns Experience Points (EP), indicated by the Experience Gauge, by winning battles. When the Experience Gauge fills up, your character gains a level, and the gauge empties. A "LVL" icon appears next to the status bar. You now have stat points, which can be assigned to your different attributes to upgrade and customize your character whenever you choose. The icon remains onscreen until all extra stat points are used.

THE WORLD



Save Circles

Save Circles are the only places in the game where you can save your progress. When you load a game, your character will appear in the last Save Circle you used.

Save/Character Change Circles

Save/Character Change Circles can also be used to switch to a different character than the one you are currently using.



Flight Circles

Press the **A Button** while standing on a Flight Circle to fly to a Flight Circle in a new location. This location can be on the same screen or on a completely new screen.



World Map Circles

Press the **A Button** while standing on a World Map Circle to enter World Map Mode. Use the **+ Control Pad** to fly to any areas that you have unlocked and then press the **A Button** to ascend upwards and the **B Button** to descend and land. (When appropriate, the area that you need to visit in your current main quest will be indicated by a star.) You are not limited to only exploring areas marked with a star, so be sure to explore!



Instant Transmission Circles

Goku can use these special circles to transport himself to various locations. Press the **A Button** while standing on an Instant Transmission Circle to go to a special map screen where you can choose your next destination. If you are not playing as Goku, he will appear on screen and teleport your character along with him.

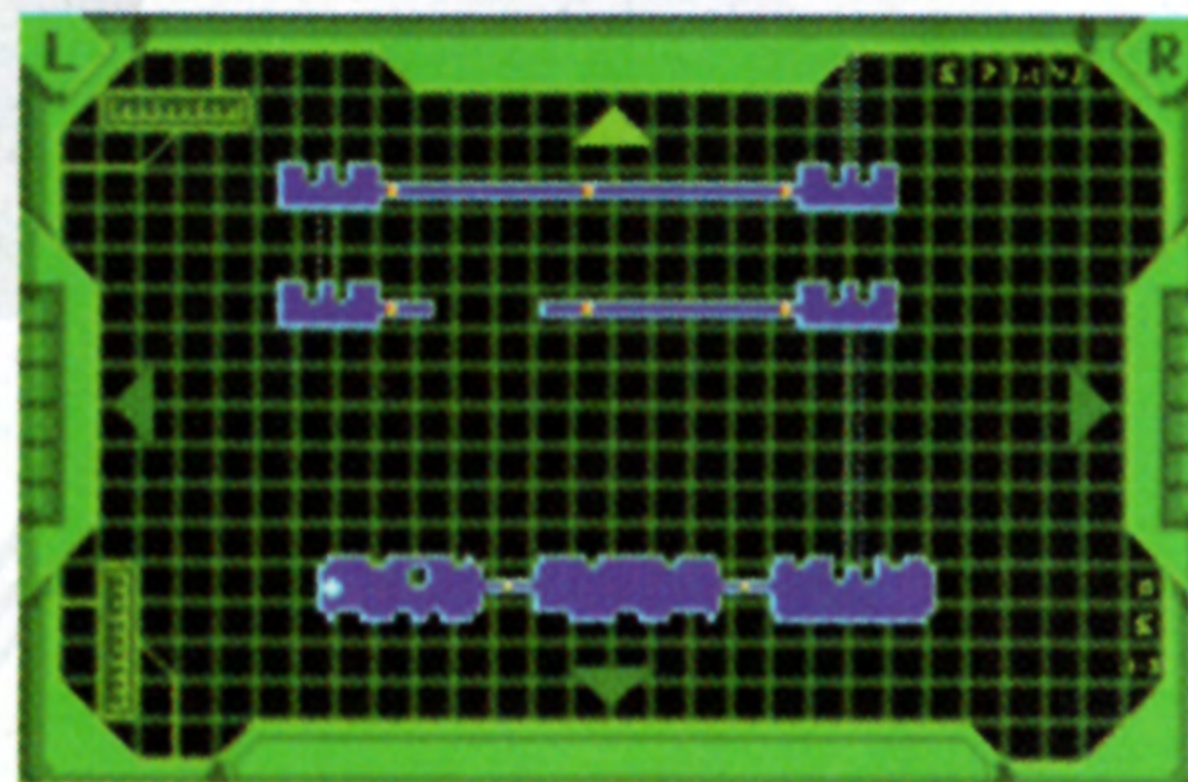


Destructibles

Objects placed throughout the game may be destructible by using melee attacks or energy attacks. These objects might provide items or Zenie when you destroy them.

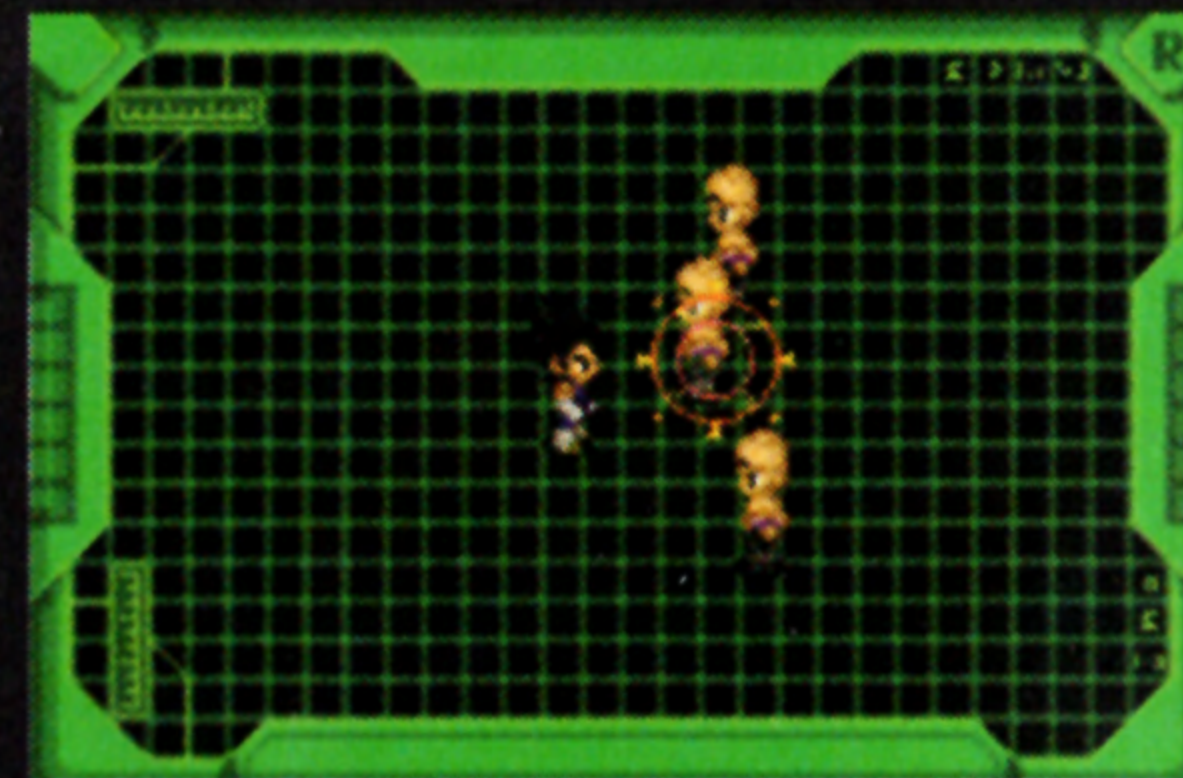
Mini-Map Mode

Press **SELECT** while playing to switch to Mini-Map Mode and to display a map representation of the current area. Above, below, and to either side of the map are arrows that point off screen. Use the **+ Control Pad** to scroll the map. Your character is represented by a flashing dot. Icons for World Map signs, Save Points, Flight Circles and Character Gate are also displayed. Only areas that have been explored will be highlighted on the Mini-Map.



Scouter Mode

Press **SELECT** while playing and then press the **L Button** to switch to Scouter Mode. Use the cursor to select any enemy or ally who appears on the screen. Press the **A Button** to find out more information about them.



MENUS

Press **START** during the game to access the menus. Press the **+ Control Pad** to select buttons and items in the menus. Press the **A Button** to confirm your selection. Press the **B Button** to cancel. Press the **L Button** and the **R Button** to cycle through the menus.



Status Screen

Find out the status of your character, including your character's current and total Hit Points (HP), current and total Energy Points (EP), current Strength (STR), Power (POW), Endurance (END), and Speed (SPD).

Strength determines the power of your character's melee attacks.

Power determines the damage your character can inflict using energy attacks. **Endurance** determines how much damage your character

takes from an enemy attack. **Speed** affects how fast your character walks. Speed can only be changed by turning into a Super Saiyan, or by equipping items that affect this statistic.

Also visible on this screen is your character's current level, total XP and the amount required for the next level, total amount of play time, and the amount of Zenie held. Press the **+ Control Pad** ◀ or ▶ to switch between Status screens for other characters that you have unlocked.

Skill Screen

From the Status screen, press the **+ Control Pad** ▼ to go to the Skill screen for your character. This screen shows all available techniques for the current character, as well as his current level. Each character has two special energy-based attacks, which will upgrade as your character grows. Select an attack from the Skill screen once an attack has been upgraded, then press the **+ Control Pad** ◀ or ▶ to raise or lower the level of that attack.



Inventory

While the Status screen is open, press the **R Button** to cycle through the menu screens until you see the Inventory menu. From the Inventory menu, you can use the many items that you pick up or buy while playing the game. Food items, such as hamburgers or rice balls, restore your HP. Drink items, such as milk and soda, restore your EP. Zenie, the currency of the Dragon Ball Z® world, can be used to buy items from shops. Select the Story Items button to see items you are carrying that are related to the story. These items cannot be used directly from the menu, but may be used in your interactions with characters in the game.

Equip Menu

While the Status screen is open, press the **R Button** to cycle through the menu screens until you see the Equip menu. From the Equip menu you can select from four different types of equipment. You can choose to equip one of each type, and change them whenever you like. Press the **+ Control Pad** ▲ and ▼ to scroll through the list. To the right of the list are STR, POW, END and SPD. Items can be unequipped from one character and immediately equipped onto a different character, if the current item allows this.

To view the equipment you have available to all characters in any category, highlight a category and press the **A Button**. To equip an inventory item, select it and press the **A Button**. When equipped, an "E" will appear next to the object, colored differently depending on the character. To unequip an item, use the **+ Control Pad** to move the cursor over it, and press the **A Button**. To cancel and return to the previous screen, press the **B Button**.

Body items are items such as shirts, *gis* and armor. These items usually protect your body and increase your endurance, but might also have different effects.

Hand items can be equipped to your hand or sometimes your wrist. These items might include knuckles that increase your attack strength, or weighted wrist bands that increase the amount of experience you gain in battle.



Feet items, such as shoes, boots and sandals, usually affect your speed but might also have other effects.

Accessory items, such as belts, amulets or something you might keep in your pocket, have many effects both useful and strange.

All equipment items have a level requirement, and cannot be equipped by a character who has not yet reached that level.

Journal

The Journal lists goals that you must complete. Goals that are mandatory for completing the game are marked with a gold star. Some of these goals require the completion of multiple intermediary goals, which are marked with a silver star. Optional goals are marked with a bronze star.

Options

The in-game Options screen is identical to the Options screen accessed through the Main Menu (see Options on page 9), with the addition of the Sleep option. Select Sleep to enter Sleep Mode.



COMBAT

Combat is divided into melee attacks and energy attacks. When a character is hit, he turns red momentarily. A red number rising above his head represents the damage done. A green number above an enemy's head means he is regaining health. A yellow number means the opposing character has landed a critical hit.



Melee Attack

Melee attack range is limited to a short distance in front of your character and requires direct contact between your character and the enemy. To use the basic melee attack — punching or kicking your enemy — tap the **A Button**. Melee attacks push the enemy backward when contact is made.



Energy Attack

Energy attacks let you battle from a distance, but also drain your character's EP. Tap the **B Button** to fire a basic energy blast. The basic energy blast is exactly the same for all characters — each tap uses a specific amount of energy, and the blast travels until it hits an obstruction. Other Energy Attacks can be selected by using the **L Button**. To find out more about these attacks, read the Character Information section.

Critical Hits

There will always be a chance that your character will land a critical hit when doing a basic melee attack. This chance rises slightly as the character's STR attribute increases. A critical hit will do twice as much damage as a normal melee attack.

Super Saiyan Mode

To transform into Super Saiyan mode and gain a significant boost to stats and speed, press the **L Button** to select Super Saiyan Mode from the energy attack list. Press the **B Button** to activate it. During the Super Saiyan charge process, the character will be vulnerable to attack, so be careful when you use it. As a Super Saiyan, your character's energy slowly drains away. Special techniques won't take any extra EP, but will cause the Super Saiyan energy meter to drain faster. When the character has no Super Saiyan energy left, he reverts back to his original form. There may be forms found in this game that go beyond Super Saiyan!



Fusion

Certain characters will eventually be able to use the Fusion technique to fuse into new characters. These new characters have their own special techniques and abilities, and are more powerful than either of the two separate characters. Goten[®] and Trunks[®] can fuse into Gotenks[™], while Goku[®] and Vegeta[®] can fuse into Vegito[™]. After performing the Fusion Dance technique correctly, a timer indicates how long the fusion will last. Once the timer runs out, you will revert back into the original characters.

CHARACTER INFORMATION

Goku®

Goku® is the main hero of our story. He is the father of Gohan® and Goten®, and is the strongest of the Z-fighters. He is the first Saiyan to turn into a Super Saiyan. At the end of *Dragon Ball Z: The Legacy of Goku II™*, he was killed in a fight with Cell™, and so begins Buu's Fury in the Otherworld. Eventually, Goku® can fuse with Vegeta® to become Vegito™.

Goku's® Kamehameha

The Kamehameha is a powerful beam of energy concentrated on one opponent. Hold the **B Button** to sustain the beam.

Goku's® Instant Transmissions

Use this to quickly teleport and attack multiple targets on the screen. Hold down the **B Button** and select targets using the cursor. Release the **B Button** to attack. Goku can also use this technique to reach otherwise inaccessible objects.



Gohan[®]

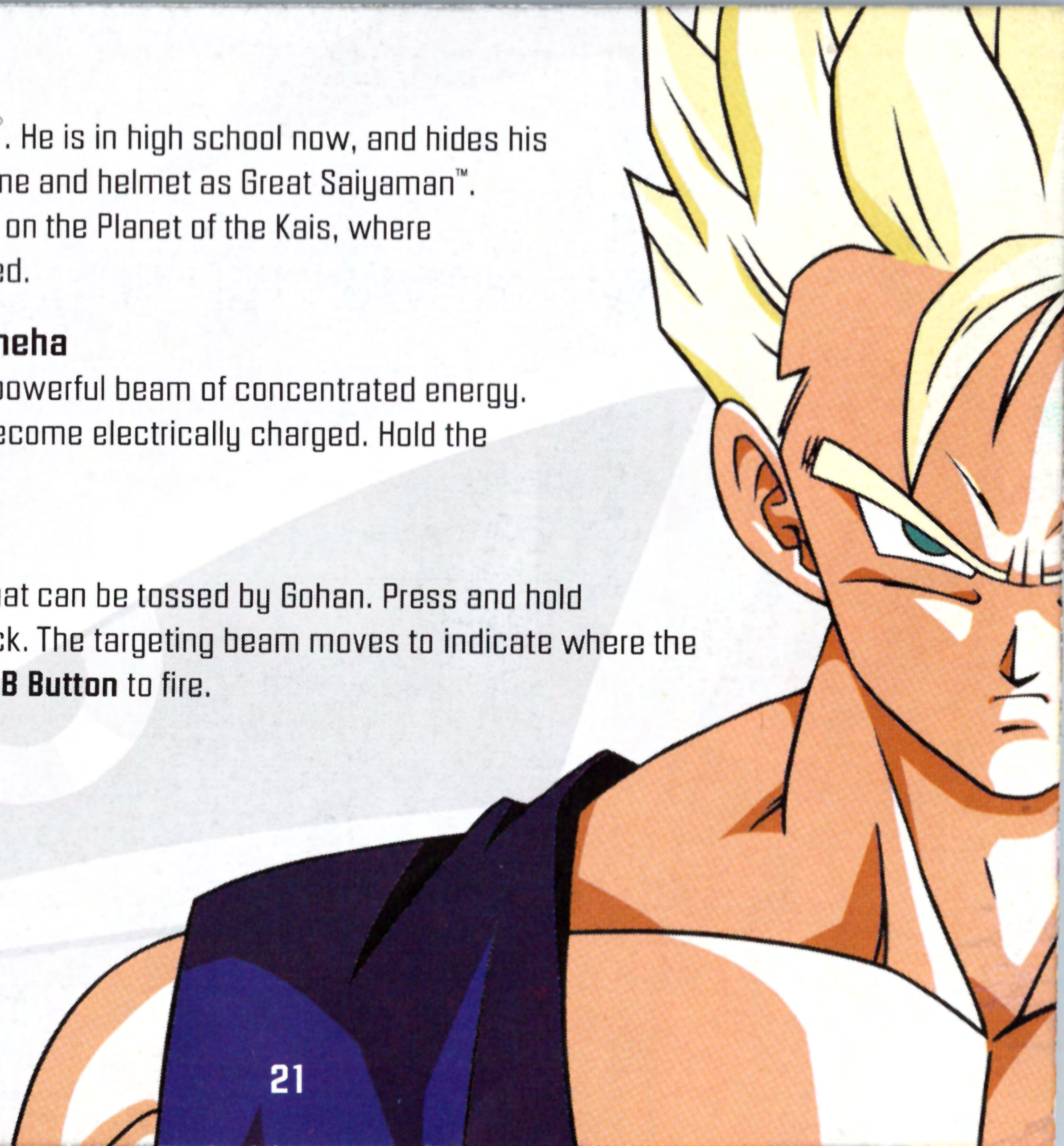
Gohan[®] is the older son of Goku[®]. He is in high school now, and hides his Saiyan abilities behind a costume and helmet as Great Saiyaman[™]. Later on, he trains with the Kais on the Planet of the Kais, where his Mystic powers are unleashed.

Gohan's[®] Electric Kamehameha

The Electric Kamehameha is a powerful beam of concentrated energy. Enemies hit by the beam can become electrically charged. Hold the **B Button** to sustain the beam.

Gohan's[®] Masenko Ha

This attack is a ball of energy that can be tossed by Gohan. Press and hold the **B Button** to initiate the attack. The targeting beam moves to indicate where the energy ball will hit. Release the **B Button** to fire.



Goten[®]

Goten[®] is the younger son of Goku[®]. He is the youngest Saiyan to become a Super Saiyan, at the age of three. His powers are wild and he can barely control them. He is also best friends with Trunks[®], who is slightly older than him. Goten[®] can fuse with Trunks[®] to become Gotenks[™].

Goten's[®] Kamehameha

The Kamehameha is a powerful beam of energy concentrated on one opponent. Hold the **B Button** to sustain the beam.

Goten's[®] Energy Punch

Press the **B button** to make Goten[®] perform a seemingly normal melee punch attack, except that his punch is charged with energy and therefore does more damage.



Trunks[®]

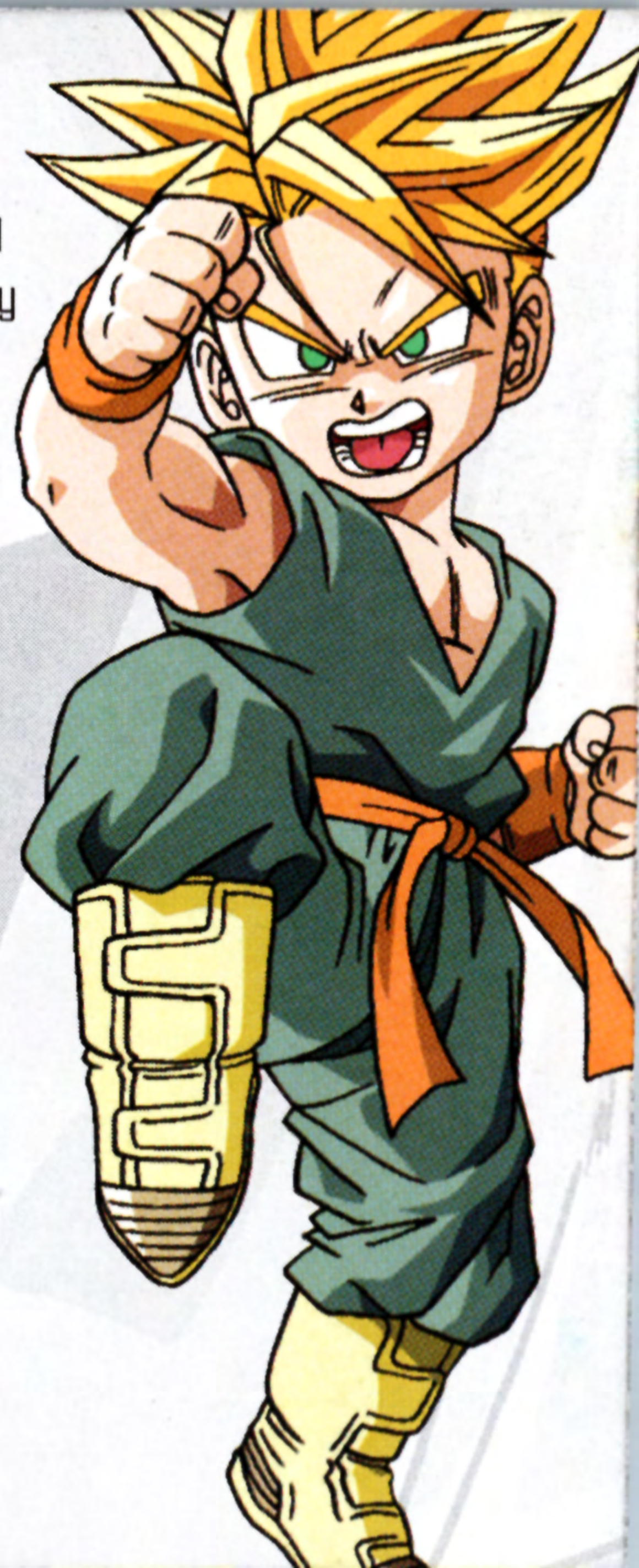
Trunks[®] is the son of Vegeta[®] and Bulma[™]. Unlike Future Trunks[®] (in *Dragon Ball Z[®]: The Legacy of Goku II[™]*), Kid Trunks[®] did not lose his father, and so has been under the harsh training of Vegeta[®]. His personality is obviously darker and more egotistical than his future counterpart. Trunks[®] is more powerful than his best friend Goten[®], but he isn't quite as fast and agile. He can fuse with Goten[®] to become Gotenks[™].

Trunks'[®] Flame Kamehameha

Trunks'[®] Flame Kamehameha works like a snake made of fire. Hold the **B Button** to emit a chain of energy flames. While holding the **B Button**, press the + **Control Pad** to move the flames like a whip.

Trunks'[®] Burning Attack

Trunks'[®] Burning Attack is a spiky ball of energy. It stuns enemies without damaging them. The longer the **B Button** is held, the more energy that is used, but the enemy remains stunned for a longer period of time.



A full-page illustration of Vegeta in his Super Saiyan form. He has spiky, bright yellow hair and is wearing his signature black battle suit. He is shown from the waist up, with a determined and slightly menacing expression. The background is dark and textured, with some faint, stylized lines suggesting a rocky or metallic surface.

Vegeta[®]

Vegeta[®] is Goku's[®] main rival, and used to be a bad guy. He is the second strongest Z Fighter, and is the father of Trunks[®]. Eventually, Vegeta[®] can fuse with Goku[®] to become Vegito[™].

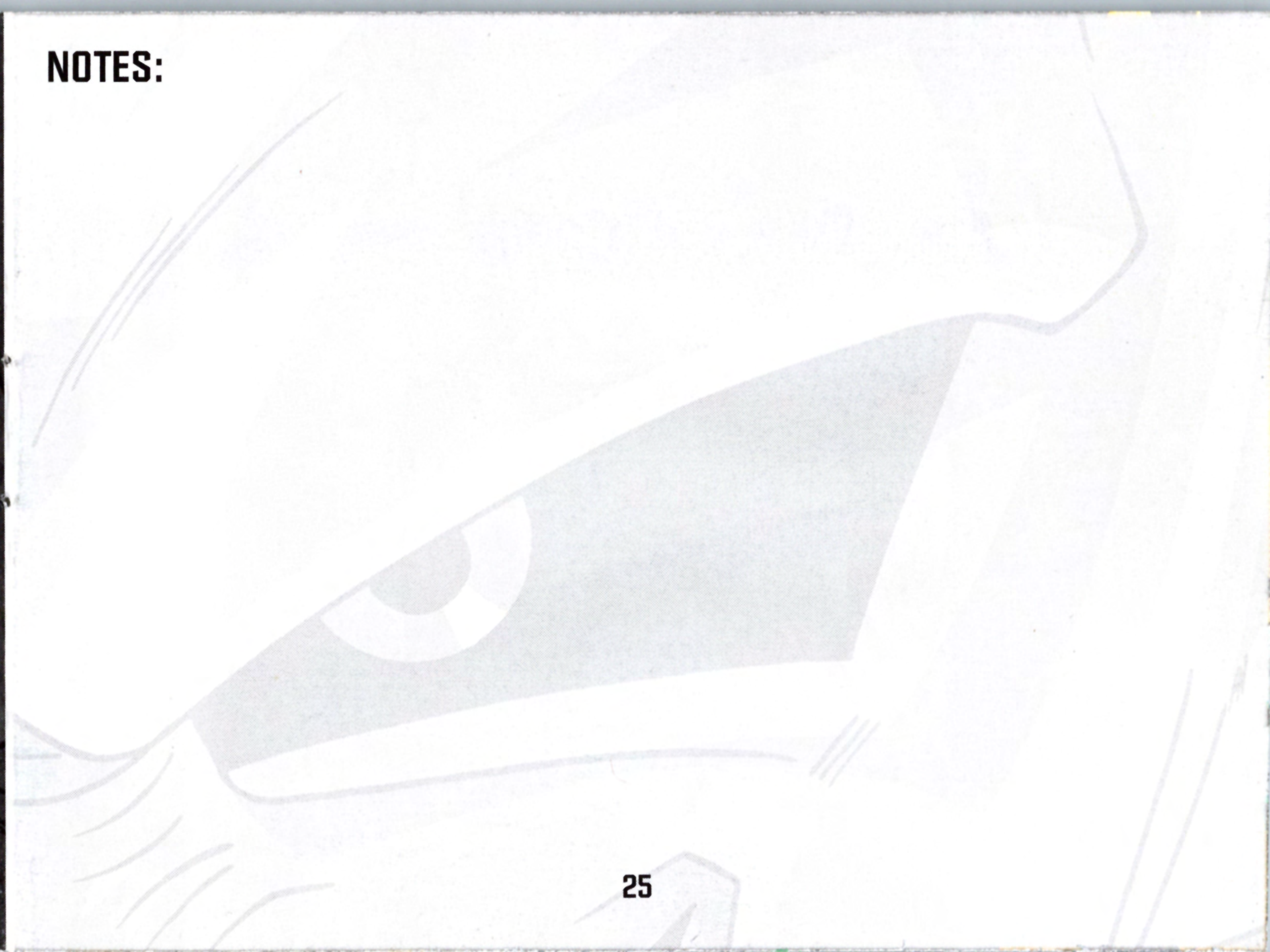
Vegeta's[®] Big Bang

Vegeta's[®] Big Bang attack is a devastating ball of energy. Press the **B Button** and release to emit a large ball of energy that explodes on contact. Hold the **B Button** longer to make the attack stronger.

Vegeta's[®] Final Flash

Vegeta's[®] Final Flash is a powerful beam attack that is similar to the Kamehameha, except that it is much faster. Hold the **B Button** to emit a long beam of energy that travels across land instantly.

NOTES:



NOTES:

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Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic

disc case, if applicable) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). Note: We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

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